

IMPASSABLE

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HOBBY NEWS AND GAME OPENINGS/ZINE REVIEWS

Berserker, published by Doug Ronson, has been merged with Paroxysm. Well, there goes another trade! Them Canadians are getting to be monopolistic!

COMMAND POST, John Mirassou, Rt. 2, Box 623AC Morgan Hill, CA 95037 has openings in reg. dip. GF is \$1 + sub. Sub rate is 6/\$1. Ditto.

Turnabout, a gamezine put out by Peter Berggren, has just gone offset and is very nice looking. The new format and method promises much improvement and the first is a map of the mapboard on the back page, and a photo on the front of a tank moving across the dry desert....sub is going up, however, to 8/\$2. GF is now \$2 + sub. Openings in Interplanetary Warfare and Middle Earth V. His address is: Davistown Schoolhouse Rd., Orford, NH 03777.

The Fighter's Home is back! Received the March/1975 issue the last week and it is done in mimeo but the covers are a heavy stock paper--stiff. Father Gorham is mainly now busy trying to get TFH going strong and I'll let you know when he opens up for games and/or subscriptions. I'm happy to see him back, welcome back Dan!

The North American Variant Bank is now in full operation. Just received a circular covering the available variants and the prices to obtain copies of them. For the listing, ask for NAVB Reports which is free. The whole thing is in the charge of Dan Gallagher, 6425 King Louis Dr., Alexandria, VA 22312. The list of variants is six pages long...that should be enough to keep any fanatic busy!

Speculum has openings in reg. dip and in variants. Subs are 10/\$2, etc. YV, Third

Age, Middle Earth VII, Fish's Delight are variants with openings. Gamefee varies which is additional to maintaining sub. GF: YV--\$2, TA--\$1.50, MEVII--\$1, FD--\$0. Don't forget to add a \$1 refundable deposit if you don't drop out you get it back. Send all to: Dave Kadlecsek, 1447 Sierra Creek Way, San Jose, CA 95132.

The Glory Road is carrying the postal game of Bull Run. There is a need for stand-bys. The cost is free--write to me!

I'd like to report on more magazines, but the bad news at home have resulted in this issue being behind of schedule too much. In fact, it may end up being a short issue!

The overtime work at work (Impassable is work, but we don't make a living.....) has ended, but there is a lot of mail to catch up on. Lost Horizons is being postponed to next weekend since that's the soonest available open slot. I worked too much the last two weeks to do hardly anything! Then, I came down with a 24-hour bug that wiped out a day to publish LH, thus the delay. BUT, I'm optimistic.....May should be, Be Kind to John Boyer Month!

I'm going to have to cut off the news here and get to the features, what time and space I left over will be put to this topic.

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Next Issue--Return to Dippyworld! Part Three of N.A.D.P.S. #1! Solitary Confinement! AND a surprise! Surprise in this issue is a puzzle cover from an earlier issue of Impassable. Hope you have fun with it! Sorry for shortness and deadlines will be extended to Saturday, May 3rd, if necessary. Peace.

N. AMERICAN DIPLOMACY

PLAYERS' SURVEY NO. 1

By Lewis Pulsipher

PART TWO

I should interject here that I didn't have access to a calculator for European results and so error is more likely. 139 play standard Dip by mail. ((26)), an average of 5.59 games each ((6.1)) (or 4.95 per respondent). 76 play variants ((17)), avg. 2.32 games @ ((1.75)). 26 play 2-player games ((11)), 4.08 @ ((2.2)). Now figures for FTF play (3 months) 87 standard Dip ((15)) 2.8 @ ((2.8)). 38 variant ((1)), 2.42 @ ((1.25)). 45 multi-player ((5)), 4.87 @ ((6.2)). 61 2-player ((11)), 6.82 @ ((7.2)). 74 have completed a standard postal game ((9)), 8.88 @ ((3.67)). 24 have completed a variant ((4)), 5.42 @ ((2.75)).

Players read avg. 10.07 dipzines @ (((Ed. here: @ is for "each"))) ((11)), play in 4.20 @ ((5.33)). 88 read avg 3.63 wargame zines @ (16 couldn't answer this question because of typing error) ((12 read 2.5 @)). 68 have played in an orphaned game ((3)), 110 have played as replacement ((18)). 14 of 18 Canadians play in US zines, 23 of 140 Americans in Canadian zines. ((Of 27 British 2 play in European zines, 3 in NA zines. Of 1 European, plays in Brit.)) 7 would have resigned but didn't because this is bad for rating ((1)), 40 have resigned ((3)), 6 would have dropped out but didn't because of rating ((0)), 21 have dropped ((3)). 12 of 49 GM's do non-Dip games ((5 of 7)).

52 have read British zine (including 25 of the 33 pubbers); 28 (including 18 pubbers) receive one regularly. ((14 (6 of 7 pubbers) have read NA zine; 10 (5 pubbers) read one regularly.))

90 have made long distance calls for negotiation ((13)).

Mean age of publishers is 25.82. ((?)).

Deadline lengths; from mailing date to receipt date:

DAYS		SPRING		FALL	
less than 15	19	((9))	20	((9))	(most 14)
17-21	105	((15))	102	((15))	(most 21)
24-30	28	((3))	30	((3))	(most 28)

British usually don't take separate winter and question not included. For Americans less than 10-31, 11-15--85, 18-22--28, 28 or more--5. 101 prefer separate winter, 36 don't ((6 and 18)). 61 ((2)) like conditionals-prophetics with spring conditional on winter adjustments. 58 ((21)) prefer the other way (which is almost exclusively used in Britain, I believe, whereas in NA both methods are used about equally).

Pages of press per game: 0-1) 87 ((7)), 1+-5) 34 ((7)), 5+-10) 17 ((3)), over 10) 14 ((10)). Read press of games aren't in: 95 ((24)), no 43 ((9)) (16 NA couldn't answer due to typo). Read press of games are in 137 ((26)), 3 no ((0)) (16 couldn't answer).

Know what Calhmer Awards are: 138 ((24)); IDA 149 ((23)) Who's Who 100 ((17)).

Following statements were given with answers A) agree strongly, B) agree somewhat, C) disagree somewhat, D) disagree strongly. - indicates no answer, don't know, etc. 1-Continued reading of articles on "better play" helps my playing ability or enjoyment of Dip. 2-I am well acquainted with Dipvariants, 3-It is important to me that games I play in are insured or guaranteed, 4-The hobby should have one "official" magazine of a general nature, 5-I pay no attention to my rating when I play, 6-The existence of ratings contributes to my enjoyment of the hobby, 7-The hobby would be better off if IDA did not exist, 7E-The hobby would be better off if NGC did not exist., 8-Press releases contribute to my enjoyment of the hobby. 9-Any publisher/zine/GM ought to limit himself/itself to 6 games at: once 10 games at once, 20 games at once, 10-The existence of the Calhmer Awards contributes to my enjoyment of the hobby, 11-There ought to be a single, universal rating system, 12-"Demonstration" games contribute to my enjoyment of the hobby, 13-There ought to be a "world championship" DIPLOMACY tournament, 14-Mimeograph printing (black ink) is more legible than ditto (Purple). The answers below:

	North Americans					Europeans				
	A	B	C	D	-	A	B	C	D	-
1-	52	65	25	11	5	6	14	3	3	1
2-	19	38	42	58	1	6	2	10	9	-
3-	40	62	36	13	4	10	6	6	3	2

PART THREE--Next Issue!

1970BJ, Fall 1915

AUSTRIA-HUNGARY SUES FOR HONORABLE PEACE:

COA: Doug Beyerlein, 240 Hawthorne, Apt. F, Palo Alto, CA 94301.

Note: A 5-way draw has been proposed by Austria, effective Winter 1915.

Fall 1915:

AUSTRIA(Beyerlein): A Sil-War, A Mos-War, A Boh-Mun, A Tri-Ven, A Alb-Tri, A Bul S Ita, F Aeg-Con/nsu/, A Tyr-Pie, A Vie S A Alb-Tri, A Gre S A Bul, A Rum-Sev

ENGLAND(Keller): F Lon-Eng

GERMANY(Mahler): A Mun S Ita A Ven-Tyr, A Ber S A Mun, F Nth C Rus A Yor-Nwy/nse/, F Hol-Bel

ITALY(Phillips): F Nat S F Lvp, F Lvp S F Nat, F Mid-Iri, A Gas-Bre, A Pic-Bel, A Bel-Ruh, A Bur S Ger A Mun, A Ven-Tyo, A Rom-Ven, F Adr S A Rom-Ven, F Ion-Alb

RUSSIA(Kelly): A Liv-StP, F Nwy-StP(nc), A Yor-Lon, F Cly-Edi, F Nwg/u/, A Con/u/, A Arm/u/

WINTER 1915, Vote for 5-way Draw and Spring 1916 Orders are due Friday, May 2, 1975 at noon, E.D.S.T. (Spring orders can be made conditional on Winter orders and draw votes)

Fall 1915 Supply Center Chart:

Austria: Hom, Ser, Bul, Rum, War, Sev, Gre, Mos, ~~Mun~~ (10) Sp, was 1 short

England: ~~Lon~~ (0) Rl, out of game.

Germany: Hol, Kie, Den, Ber, Mun (5) B1

Italy: Hom, Tun, Mar, Spa, Por, Bre, Par, Lvp, Bel (11) SP

Russia: StP, Swe, Nwy, Ank, Con, Smy, Edi, Lon (8) B1

1972BG, Autumn & Winter 1914

ALL QUIET ON THE EASTERN & WESTERN FRONTS?

Note: That last season should have been called Summer!

Autumn 1914: Austria R A Mun-Ber

Winter 1914:

AUSTRIA(Kelly): D A Alb, A Tri

ENGLAND(Swies): SP

ITALY(Hrbek): B F Nap

RUSSIA(Fish): NMR. GM called but wasn't home. Will remain 3 short.

SPRING 1915 Orders due Friday, May 2, 1975 at noon, E.D.S.T.

Winter 1914 Positions:

Austria: A Ruh, A Sil, A Vie, A Boh, A Bud, A Sev, A Rum, F Bul(ec), A Ber (9); England: F Spa(sc), F Nat (2); Italy: F Edi, F Lvp, F Iri, A Gas, A Pic, A Bur, A Mun, A Ven, A Pie, A Rom, A Gre, F Con, F Bla, F Arm, F Nap (15); Russia: A Kie, A Hol, F Bel, A Mos, A Liv (5-3 short)

Press--

Rome, December, 1914: Sources throughout the Italian government have been indicating a high degree of hope and optimism that the wars that have ravaged Europe for the past 14 years will soon be over. King Ginzo has repeated his desire to end all hostilities by the winter of 1915. He expressed confidence in the abilities of SPIRM forces in conjunction with their Russian allies to defeat the aggressor forces by that time.

1972BW, Summer & Fall 1915

ITALY'S CUT OFF BY BLITZ ACROSS PIEDMONT MOUNTAINS! FRENCH SKIERS SLIDE BACK TO MAR!

Summer 1915: Ita R A Ven-Tus

Fall 1915:

FRANCE(DePrisco): NMR. GM called, but phone was said to be out of order or changed to another number--unlisted! F Bar, F Nwg,

F Hel, A Hol, A Ruh, A Bel, A Bur, F Tyn, F Nth all hold, A Pie H/r/(Mar, OTB)

GERMANY(Davies): A Swe S Rus A Den, A Ber S Rus A Kie

ITALY(Swies): F Nap-Ion, F Rom-Tyn, A Tus-Rom, F Tun S F Nap-Ion

RUSSIA(Knudsen): F Con-Aeg, F StP(nc) S F Nwy, F Ska S F Nwy, F Nwy H, A Den S A Kie, F Bal S A Kie, A Kie S A Mun, A Tyr S Tur A Ven-Pie, A Vie S A Tyr

TURKEY(Abbott): A Tri-Ven, F Ion H, F Gre S F Ion, A Ven-Pie, F Adr S A Tri-Ven, F Apu S F Ion, A Boh S Rus A Mun

Fall 1915 Supply Center Chart:

France: Hom, Bel, Spa, Por, Hol, Lvp, Lon, Edi (10) SP

Germany: Ber, Swe (2) SP

Italy: ~~Ven~~, Rom, Nap, Tun, ~~Kie~~ (3) Rl, lost 1

Russia: Hom, Nwy, Rum, Bud, Vie, Mun, Den, Kie, (11) B1

Turkey: Hom, Gre, Bul, Ser, Tri, Ven (8) B1

AUTUMN & WINTER 1915 Orders are due Friday, May 2, 1975 at noon, E.D.S.T.

JOIN THE IDA, ONLY \$2.00 SEND TO WALT BUCHANAN

1973BU, Autumn & Winter 1918

WAR ENTERS QUIET WINTER MONTHS FOR PREPARATIONS TOWARD NEW SPRING OFFENSIVES/ATTACKS:

Error: Forgot to note that England's A Por and F Nwg went unordered last season and are still there.

Note: Richard Greenwell did not get his copy of Impassable. This plus the error is enough to split Spring into separate season. Sorry.
Autumn 1918: Ita R F Mid-Iri; Rus R A War-Liv
Winter 1918:

AUSTRIA(Tonnesen): B A Vie

ENGLAND(Greenwell): SP

GERMANY(Barents): B A Ber

ITALY(Hulland): SP

RUSSIA(Hendry): R A Liv

TURKEY(Blank): SP

SPRING 1919 Orders are due Friday, May 2, 1975 at noon, E.D.S.T. (GM will use orders on hand unless revised.)

Winter 1918 Positions:

Austria: A Ser, A Rum, A Gal, A Bud, A Vie (5); England: A StP, F Bar, A Edi, F Mid, F Eng, F Spa(sc), F Lyo, A Por, F Nwg (9); Germany: A War, A Pru, A Sil, A Mun, A Bur, A Mar, F Bre, F Pic, A Ber (9); Italy: A Pie, A Tyr, A Boh, F Naf, F Iri (5); Russia: A Mos, A Sev (2); Turkey: F Bla, A Ukr, F Wes, F Ion, (4)

1973Ddl, Summer & Fall 1024

SCOTLAND STABS AND SHOWS TRUE COLORS! NEARS TOTAL VICTORY OVER IRELAND AND GREAT BRITAIN!

Summer 1024: Leinster R Kil-Tar, F SIS-DrB

Fall 1024:

KYMRU(Gemignani): A Kil-Mea/r/(Wic, Off, OTB), A Car-Dyf

LEINSTER(Fujihara): A Tar-Kil, F DrB-Arm, A Mea S A Tar-Kil, A Lei S A Mea

MUNSTER(Fanelli): F Wex-NSG/r/(Wic, Wat, StG, OTB), F CaB S A Ros-Tua, A Ros-Tua, F TrB-Mid, A Off-Bar

ORKNEY(Keller): A Tua H/a/, A Sli S A Tua, F CaB-Car, A Ern S A Tyr-Ros, A Tyr-Ros, F Arm H, F SliB-Don, F Mid H, F Iat S F Mid H, F Nat S F Mid H

SCOTLAND(Tonnesen): A Ang S Kym A Kil-Mea, A Bar-Wes, F NSG S A Bar-Wex, F Law-Sli, F Dub S Mun F Wex-Wic/nso/, F SIS S F Dub, F MoB-Iri, A Mon H, A Pow-Car, A Bue S A Pow-Car, F NIS C A Alc-Dal, F Min-Heb, A Sut-Cai, A Alc-Dal

AUTUMN & WINTER 1024 Orders are due Friday, May 2, 1975 at noon, E.D.S.T.

Fall 1024 Supply Center Chart:

Kymru: Brk, ~~Car~~ (1) R1

Leinster: Mea, Kil, Tar, Lei (4) SP

Munster: Hom, ~~Wex~~, Tua (5) SP

Orkney: ~~Wex~~, Sky, ~~Cai~~, Oma, Arm, Dur, Sli, Dow, Ros, Don (8) R2

Scotland: Hom, Kin, Der, Che, Dub, Pow, Sta, Shr, Mon, Bue, Man, Cai, Heb, Car, Wex (18) B3 (Only 3 home centers, will be 1 short--GM)

Press--

Correction: Witch should be Gimmini Gab.

Kymru: Why did Stoney the Great Stoned Stone tried (unsuccessfully) to kill poor old Witch Gimmini Grab? Has he finally become unhinged? More on Life of Rocks next time.

Scones: It is now King Malcom II and the Queen of Kymru against the known world. The King reports that the mainland is well under control and Ireland is next. All credit go to King of Man and the Queen of Kymru for without their help it would have been impossible (sorry, but I messed up the sentence--GM)

STONEHENGE: The Great Stone today flared into a white rock of tremendous heat. The eerie sound of implosive power suddenly exploded and shot out like a beam of light, arching over the horizon from Stonehenge to Ireland. There, it was reported that the light-beam struck an old woman wearing a charm. The charm blazoned with heat in its resistance to the bolt from the Great Stone. The thunder of the struggle shook the air and the mountains. Crashing and booming the struggle continued for a full hour. At the end, the Bolts of light stopped and what was left of the old woman wearing the charm was reduced to a ghostly vapor--but the witch still lived! For her charm was still intact! At Stonehenge, the Great Stone was turned white, but he spake to the local priests, "She is still alive, I shall use the powers of Impassable and will crush her forever! Mortals fooling with power cannot be allowed to live." This left the priests puzzled for they did not know of any witch.

1974HN, Summer & Fall 1902

WAR LOOKS GRIM FOR TURKEY AS ARMIES COME TO A HALT! GERMAN POWER INCREASES TO MATCH RUSSIA

Summer 1902: Turkey NMR. GM D F Aeg

Fall 1902:

AUSTRIA(Osmanson): F Aeg S Rus F Rum-Bul,
A Tyr S Ita A Boh-Mun, A Alb-Bud/imp/, A
Gre S Rus F Rum-Bul, A Ser S Rus F Rum-Bul
ENGLAND(Fujihara): F Nwy-Bar, F Nth-Nwy,
F Lon-Nth, A Lvp H
FRANCE(McKeon): F Iri-Mid, F Bre-Gas, A Bur-
Mar, A Por H
GERMANY(Kelly): F Ber-Bal, F Swe S F Ber-Bal,
A Pru-Ber, A Mun S A Pru-Ber/r/(Kie, Ruh,
OTB), A Hol-Bel
ITALY(Tonnesen): A Pie-Mar, A Tun H, F Ion
S Aus F Aeg, A Boh-Mun
RUSSIA(Blank): F Rum-Bul(ec), A Sil-Ber,
A StP-Nwy, A Ukr-War, F Bot S Ger F Ber-Bal
TURKEY(Davies): NMR. (GM called, but couldn't
get through) F Eas/u/, A Smy/u/, A Bul H
/r/(Con, OTB)

AUTUMN & WINTER 1902 Orders due Friday, May
2nd, 1975 at noon, E.D.S.T.

Fall 1902 Supply Center Chart:

Austria: Hom, Ser, Gre (5) SP
England: Hom, Nwy, (4) SP
France: Hom, Spa, Por (5) Bl
Germany: Ber, Kie, Mun, Den, Bel, Swe (6) Bl
Italy: Hom, Tun, Mun (5) Bl
Russia: Hom, Rum, Bul (6) Bl
Turkey: Hom, ~~Por~~ (3) SP, lost 1

1974HY, Spring 1902

NASTY LITTLE WAR.....

AUSTRIA(Callahan): A Tri-Vie, A Bud S A
Tri-Vie, A Ser-Bul, F Gre S A Ser-Bul
ENGLAND(Harsney): A Nwy-Edi, F Nwg C A Nwy-
Edi, F Nth-Lon
FRANCE(McLendon): F Lon S Ger F Den-Nth/nso/,
F Bre-Eng, A Bel H/r/(Pic, OTB), A Par
H, F Mar-Spa(sc), A Spa-Gas
GERMANY(Fanelli): F Den H, A Hol-Bel, A
Ruh S A Hol-Bel, F Kie-Hol, A Mun-Bur
ITALY(Kendter): F Ion-Adr, F Nap-Ion, A Ven-
Tri, A Tun H
RUSSIA(Gallagher): F Swe S F StP(nc)-Nwy,
A Fin S F StP(nc)-Nwy, A Vie-Gal, F Sev-
Rum, F StP(nc)-Nwy, A Mos-Ukr
TURKEY(Cooper): F Bal S Rus F Sev-Rum, F
Smy-Eas, A Bul-Ser/a/, A Con-Bul

SUMMER & FALL 1902 Orders are due Friday, May
2, 1975 at noon, E.D.S.T.

press--

Austria: Rumors are spreading through Greece
about an imminent Turkish takeover attempt.
Edinburgh: The English people hereby wish

the French and Russian people good luck in
their coming invasion of Germany. If you
can relay Bob, the knife doesn't hurt too
much!

1975G, Winter 1901

THE POWERS REBUILD THEIR ARMED FORCES FOR???

AUSTRIA(Hinmon): B F Tri, A Vie
ENGLAND(Cooper): B F Edi
FRANCE(Kirk): B F Bre, A Par
GERMANY(Amer): B F Kie, A Mun
ITALY(Young): B F Nap
RUSSIA(Sabo): B F StP(nc), F Sev
TURKEY(Kendter, Jr.): B F Smy

SPRING 1902 Orders are due Friday, May 2,
1975 at noon, E.D.S.T.

Winter 1901 Positions:

Austria: F Gre, A Ser, A Bud, F Tri, A Vie
(5); England: A Lon, F Nth, F Nwy, F Edi
(4); France: A Por, A Bel, F Eng, F Bre,
A Par (5); Germany: A Ruh, A Hol, F Den,
F Kie, A Mun (5); Italy: A Ven, A Tun, F
Ion, F Nap (4); Russia: F Swe, A Fin, A Gal,
F Rum, F StP(NC), F Sev (6); Turkey: A Bul
A Con, F Bla, F Smy (4).

Press--

London: Lord Kitchener, in a rare outburst,
was quoted today as saying: "Those Krauts
and those stupid Russians are all alike!
The lot of them are a bunch of rats! I'd
like to give those blasted Russkies a taste
of their own borscht, and I'd like to give
those Krauts a taste of their own weiner,
but the Russians have probably already done
that." An analysis of those cryptic comments
reveals that, in this reporter's opinion,
His Lordship has repressed feelings of
animosity towards Germans and Russians.
St. Petersburg, 8 Dec., 1901: Tsar Alexander
IV issued an astonishing announcement today:
In accordance with an oracle received from
IBM 1004 CARD READER/LINEPRINTER, I am giving
my attention to the common people. To ease
their burden, stop their hardships, and, in
short to make them deliriously happy, I am
absolving the present monarchist government
of Russia and eliminating the position of
Tsar. However, people need temporal authori-
ty. And, unworthy as I may be, there is no
one else to lead them. Therefore, I am
instituting a new form of government: the
Hierarchy of Crawford. CHI, the new godhead,
will be in supreme authority. I will have

only the post of High Programmer of the People, First Called of CHI, Protector of Rumania, Defender of Sweden, friend of Galicia, Guardian of Finland. This post will constitute essentially the same duties of the former Tsar, however with more authority. To this end, I have ordered the old advisors summarily discharged. It will take quite a while to pick up the reigns of government; I hope you will bear with us.

1975T, Fall 1901

**RUSSIAN GOVERNMENT INITIATES NEW POLISH
BEAURECRATIC SYSTEM IN EFFICIENCY EFFORT!**

AUSTRIA(Mahler): A Ser S F Alb-Gre, A Gal-Rum, F Alb-Gre
ENGLAND(Drews): A Edi-Nwy, F Nwg C A Edi-Nwy, F Nth-Hol
FRANCE(Lawson): F Mid-Spa(sc), A Pic-Bel, A Bur-Ruh
GERMANY(Warden): A Ruh-Mun, A Kie-Hol, F Den H
ITALY(Kutta): A Apu-Tun, F Ion C A Apu-Tun, A Ven-Apu
RUSSIA(Lakofka): A Mos-S F Sev, F Sev S Aus
A Gal-Rum, A War H, F StP(sc)-Bot
(Len, the orders never arrived!)
TURKEY(Hulland): A Arm-Sev, A Bul S Aus A Gal-Rum, F Bla S A Arm-Sev

WINTER 1901 Orders are due Friday, May 2, 1975 at noon, E.D.S.T.

Fall 1901 Supply Center Chart:

Austria: Hom, Ser, Gre, Rum (6) B3
England: Hom, Nwy (4) B1
France: Hom, Spa, Bel (5) B2
Germany: Hom, Den (4) B1
Italy: Hom, Tun (4) B1
Russia: Hom (4) SP
Turkey: Hom, Bul (4) B1

Press--

The Return of the King and the Downfall of BirSauron (Chapter 12): Pro Gans Ki, High Elvin for gift from above, is a high, clear blue waterfall which screens from the all too widespread eyes and ears of the enemy, a cave filled with secrets. At this moment, the wizard of the skies, Arn the Cerulian Blue, is joyously emerging around the edge of the waterfall in order to greet his two approaching visitors.

"Howard Mail Baggins and Gene of the Lying Brook, to what do I owe the honor of this visit. Did you have a pleasant trip?"

Gene is inwardly ecstatic to find his old friend, but rather than make small talk, he urges Arn to let them all immediately go into the hidden cave so that they can discuss matters of grave importance to free peoples everywhere. As the three of them are edging along the trail which runs behind the waterfall and leads to the cave, Gene asks, "Arn, have you any news of your fellow wizard Sarumora?"

MOSCOW: William looked down the road to Ehrewon. The early morning rain ran in tiny rills along the road's deep brown earth and contrasted with the fog being burned off the lush greenery of Powderkag by a bright orange sun. Already the heat was unbearably as William loosened his tunic and removed his Master's heavy helm. Squire William Leomund enjoyed donning his Lord's armor when he could. The suit was heavy for his 17 years but he bore it fairly well. "How could he ever lift that magnificent blade 5 score times or more in battle" Leomund would ask himself as he drew forth Encinatas and held it high above his head. If Lord Perambulator ever caught him at this game it could be his head.

The boy dismounted after only 2 hours in the saddle and led the Great Distrider for half a league. As he walked he noticed a gleam far to his right. It was Lake Long of course, and the lad's heart jumped with joy. He mounted the great horse and rode at a rapid pace towards its cooling waters. Minutes later he jumped from the horse, stripped naked, and dove into the refreshment. The cold gripped his body and threatened to break him but it was a momentary attack and soon the lad enjoyed the tingle of the coolness engulfing him.

For an hour he lingered but then he knew he must return. He stepped from the water and the heat oppressed him. "One more dive-- who would it hurt?" he thought. He ran to an old willow bending its branches over the water, swung from an over-hanging limb and dove into the water. Again he was seized and moments passed before he came to his senses. The lake was more shallow than he thought and his hand bore into the mud of the bottom before he broke his dive. When he came to the top a chain was caught in the mud clinging to his hand. On the slim fillaments of links hung a bronze coin with a white stone set in its middle. The boy cleaned off the dirt and, pleased with his find and his refreshment, dressed and returned, towards Ehrewon.

He never saw the old hag and her consort in the bushes a league away, nor did he hear

"So how'd you get smashed?" the bartender insisted.

"He hit me in the face with a sackful of quarters."

Thanks goes to John for the jokes....I think.....

FRANKLY SPEAKING.....

"Demonstration Games Are Misnamed!"

by Francis McIlvaine

My last article for John talked about demonstration games. It appeared to be saying that the demonstration games are more valuable to the good players (as a means of getting great competition) than for people to learn by. This is very true, the current crop of demonstration games aren't worthy of the name. The so called demonstration games are interesting in themselves, and the commentary is very good in itself also, but it doesn't demonstrate the vital aspect of the game at all. What does a demonstration game really demonstrate? I would think that it shows a very important part of the game and a point that every person playing should strive to become proficient at, namely, looking at gross moves and deducing what is really going on. When you are playing in a game you have the letters you receive to go on, you also have your own plans down pat, so you have a better prospective on the situation. Against this, in a normal game you will be unfamiliar with the players you oppose (or at least some of them). The "expert" commenting on the game knows the players involved and makes intelligent guesses as to what they are trying to accomplish. He may get this information from the players involved, but I would think this would be unusual. He gets it from watching the moves and press.

If he can do this, so can you. When I look at the demonstration game in DIPLOMACY WORLD, or someplace else, I first set up the board and make the moves. I don't look at the expert commentary. I then try to decide what is going on and after I have made that determination I look at the expert commentary. Now the thing to look for is not if he is right or you are right, but rather why you disagree. Is it something you missed? Is it something he missed? Or is it just a question of your putting a different "weight" on some of the events where he felt otherwise? This is where you learn. You look into the thinking process of someone picked especially for his ability to perceive this sort of thing and you can pick up pointers. I have,

and now when the "expert" and I disagree it is more likely because he knows the players' reputation much better than I do.

If these games do not do the primary job of demonstrating what does? Well, to know what really went on you must have a synopsis of the letters that passed between the players and the thoughts of the players involved. Only in this way can you really find out what was in their minds and how the game actually went. I have seen only one game done in this manner in the 1974 IDA yearbook. This was a very find job and even yet it was incomplete. Some players were hesitant to send in their negotiations and ideas. I can see their point, because such a study really allows one to "see" the thought process of these players and, as I have said many times, the more you know about your opponents the better you will be able to play against them. If a person accepts a berth in a demonstration game I would think that he has an obligation to turn these things over to the person gamesmastering the game (if this is a condition stated in the beginning of the game). However, merely picking seven players and throwing them together does not make a great game. No, the seven know each other too well and this really effects the outcome. In 1974 CK there were "permanant enemies" and such nonsense, something that you will not find in an average game. I have read that the 'press war' games that various people have tried to set up, by the simple procedure of placing seven known press writers together, has been less than a great success. A game is not automatically great because there are good players (although I suspect the chances for having a great game are much higher), it is something that just happens (born not made). Games that are outstanding should be reviewed after the fact and all information possible should be gathered by them and then published. Who decides what is a great game? Anyone that is willing to do the work in getting the data together and publishing it can decide this. This is not the entire story in Diplomacy for there is more to the game than one outstanding game. Perhaps a few rather dull games should also be included, a few sloppy games, a few terrible games. Anything would help the beginning player (and many others). At the very least you will have invaluable information about seven people that could otherwise be only gathered by playing with them (and perhaps finding out the hard way). Reputations are easily made and not always correct. Suppose a player stabbed me in a

in a game. I write a tactical article showing how X really stuck the knife into me. IMPASSABLE has say 140 people reading it, and now X has picked up a tarnished reputation. Even if I am somewhat mistaken, or if X has only stabbed me in all of his games there he goes. There are more than one kind of stab anyway, but this is off the subject. Looking at a demonstration game is a much better way of evaluating someone than reading an article that says X stabs too much. Also you might see that something that you believe is a fairly innocent move is thought by at least a few people as a very threatening act. This type of analysis can be of use to the great majority of players and it is my hope that at the very least one such game is printed in every IDA Yearbook.

SOLITARY CONFINEMENT

Anonymous

Chapter 6:

Torgen had tried to prepare himself for the worst to happen. But he was not ready to accept the reality of what did happen.

A computer readout informed him that the ship was much too close to the planet to safely circle it. He would come crashing down unless he either increased speed to well beyond the ship's capacity, or put more distance between the two. With only one course open to him, Torgen engaged the port directional engines. The ship began to slowly veer away from Jupiter, but at a pace much too slow to do any good.

(Author's note: The four directional engines on the "J" class cargo ships are really nothing more than small exhaust tubes for the main power plants. They do contain small booster engines to move the ship a little faster. They are operated by opening and closing pressure-plate type doors. Open a door and you have directional ability, close the door and directional ability is gone. The directional engines are located on the port, starboard, top, and bottom of the ship, all equidistant from each other.)

The ship's directional pointer merely crawled along its path. Even at peak power, the tiny booster engine was practically useless at his present speed. Torgen dared not increase engine power for fear of vibrating the ship to destruction.

Torgen activated the topside directional engine, putting the ship in an upward-to-the-left turn. He was greatly relieved to see the directional pointer begin to move a

little faster. Despite the limited capacity of the directional engines, the combined force of the port and topside engines gave Torgen just enough turning power to avoid disaster.

After several minutes, Torgen was just beyond the rim of destruction. He was about to congratulate himself when the warning klaxon sounded for the second time. Four red lights, one above each of the four directional engine indicators, winked at him playfully, almost obscenely humorously, as Torgen realized he no longer had directional ability.

In disgust he slammed his fist down on the klaxon button to shut off its noise. The he punched the four directional engine switches to "off". Torgen sat back in the command chair, allowing his powerful engines to haul his ship away from Jupiter. He sat motionless for 4 hours, staring at the control panel, as his ship moved in a small arc, farther away, but still under the influence of Jupiter's gravity.

30 million miles later the slingshot effect was completed. His ship had been thrown out into space in a wide arc. He was far enough away to be out of danger of a crash. But now he was moving into the unknown reaches of space at more than six million miles per hour with no way of turning back. --to be continued.

SPAIN, PART THREE

Golden Age and Decline.....

The reign of Charles's son, Philip II, saw Spain finally centralized (even Portugal was annexed in 1580, to become free again in 1640), the Spanish Inquisition reached its height of terrible power, and wealth flowed in from Spanish lands in North and South America and the Philippines. Spanish literature and art flourished in the late 16th and 17th century (the Golden Age). Economic and military decline, however, had set in, marked by the defeat of the Spanish Armada sent to conquer England (1588). Spanish warfare over Europe and connection with the Holy Roman Empire ultimately also worked to the ill of Spain. The Thirty Years War (1618-48) cost Spain territory and prestige. When the Hapsburg line disappeared, the War of the Spanish Succession occurred (1701-14) costing Spain dearly and putting Philip V on the throne. Despite efforts at revival Spain stagnated, gradually sinking through numerous wars and treaties until humiliation by Napoleon, who forced the abdications of Charles IV and

SPAIN, CONTINUED

Ferdinand VII and in 1808 put his brother, Joseph Bonaparte (1808) on the throne. This caused a nationalist upsurge, and Spanish patriots played a part in the Peninsular War. In 1812 Ferdinand was restored to the throne.

Next issue--Part Four, Monarchists and the Republicans!

THE ANSWERS TO THE QUIZ

Last issue there was a quiz on famous quotations and their authors. The answers follow:

A. Gladstone, B. Edmund Burke, C. Thomas Paine, D. Eugene Field, E. Calvin Coolidge, F. Will Rogers, G. Benjamin Franklin, H. Napoleon, I. Julius Caesar.

The best reply was from Andy Phillips with an amazing four correct replies! I thought I made it easy.....

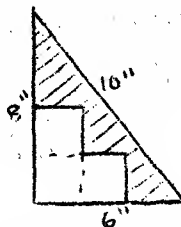
QUOTES FILLER

When it shall be said in any country in the world, "My poor are happy; neither ignorance nor distress is to be found among them; my jails are empty of prisoners, my streets of beggars; the aged are not in want, the taxes are not oppressive..."--when these things can be said, then may that country boast of its constitution and its government.

--Thomas Paine.

((Those Revolutionaries had pretty high hopes, the poor are never happy for they lack what

IMPASSABLE PUZZLES



The puzzle last issue was to enclose 12 square inches with twelve matches, each 2" long. Well, to the left is a diagram showing

how it's to be done. The shaded area in the right triangle is bounded by the twelve matches. The area of the triangle is one half its base times the height, or 24 square inches. The area of the three unshaded squares is, therefore, 12 square inches. Hence, the shaded area is $24 - 12 = 12$ square inches! And, nobody got this right! I didn't think it was that hard.....

QUOTES, CONTINUED

the rich have, there is still plenty of ignorance and ignorance is in fact being forced upon the people by its governments and businesses, the jails are overflowing and rioting, the beggars still roam the streets, the aged are indeed in need of help, and who says our taxes aren't oppressive? I can only think of one country that might fill the bill, but they don't have a constitution.... China.))

One awakens, one rises, one dresses, and one goes forth;
One returns, one dines, one sups, one retires and one sleeps. --De Piis

((That guy must have led a very dull life to write that!))

If there is a postponement of deadlines, see page 1 for details! Peace.

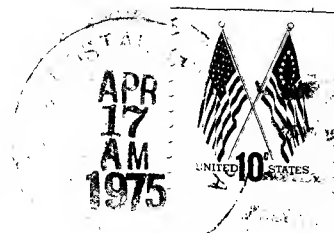
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